PlayStation

NTSC U/C

PlayStation

EVERYONE

E

CONTENT RATED BY ESRB

SLUS-01375

HOSHIGAMI™

RUINING BLUE EARTH

沈みゆく蒼き大地

PLAYING MANUAL

ATLUS®

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Warning: Using a PlayStation® memory card with a PlayStation® 2 computer entertainment system. When using a PlayStation® memory card, make sure you insert it when the ⏻ indicator is red and remove it when the ⏻ indicator is green. Follow the same procedures when using a PlayStation® multitap or a multitap (for PlayStation®2).

Set up your PlayStation® game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Hoshigami disc and close the Disc Cover. Insert game controllers and turn on the PlayStation® game console. Follow on-screen instructions to start a game.

1 Player | MEMORY CARD | Vibration Function

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STORY

Ancient records tell of Villa, the king that destroyed the highly civilized kingdom of Ixia and reigned over the continent of Mardias. Sarnus, the sole survivor of Ixia challenged Villa, with the help of the six Hoshigami – possessors of Marselva – and the elemental spirits. The fierce battle came to an end as Sarnus triumphed over Villa. He rebuilt the kingdom of Ixia and sealed the Marselva, bringing peace back to the world. It was hoped that the relationship between the elemental spirits and humans would be restored, but from that time on, the spirits never appeared before humans again. This is the legend of King Sarnus.
And now...

Mardias is currently divided into three countries:

Kingdom of Nightweld
Located on the continent's western side, Nightweld has the longest history. It is a very peaceful kingdom that advocates multiculturalism. In fact, there are many residents of Nightweld who are of mixed ethnicity. It has a temperate climate, and the landscape is dotted with Ixian ruins from long ago.

Valaimian Empire
Of the three countries, Valaim has the strongest influence. Located at the center of Mardias, Valaim used to be a culturally underdeveloped country, due to its isolation from its neighbors. This, however, changed as the current leader transformed the country into a huge military machine. The balance of power between the three countries is equal at the moment. Valaim has recently been conducting investigations on the Ixian ruins, which has led to hostile encounters with Nightweld.

Kingdom of Gerauld
The country of Gerauld is located on northeastern part of Mardias. The northern region is cold and heavily forested while the southeast is tropical in nature. Despite its recognition as a peaceful, pastoral country, Gerauld is known to construct weapons and armor of exceptional quality from the materials yielded from its rich ore beds. Ever since the Valaimian army invaded its western border about 15 years ago, anti-Valaim sentiment has been running high in the populace.

CHARACTERS

Fazz
High-Spirited Hero

An optimistic, if somewhat naïve youth who always gives his best effort. He is a well-known mercenary who fights alongside Leimrey.

Leimrey
Spearmaster in Solitude

A mercenary who is very proficient with a spear. He prefers to be alone but has become Fazz's big brother. Leimrey senses a unique quality in him, which leads him to believe that he is destined for greater things.

Tinn
Childhood Friend

Fazz's childhood friend who has had a crush on him for as long as they've known each other. She is used to having things always go her way. Don't hold it against her though, it's not her fault that she was spoiled as a child.

Elena
Mysterious Heroine

A determined girl who Fazz encounters during his journeys. No one knows her true identity.

Blackthorn
Knight of Death

The Commander of the Imperial Army that attacked Fazz's hometown. Always clad in black armor, nobody has laid eyes on his face.

Alveen
Imperial Knight

Honorable knight of the Valaimian Empire. He fights to restore his family's name.

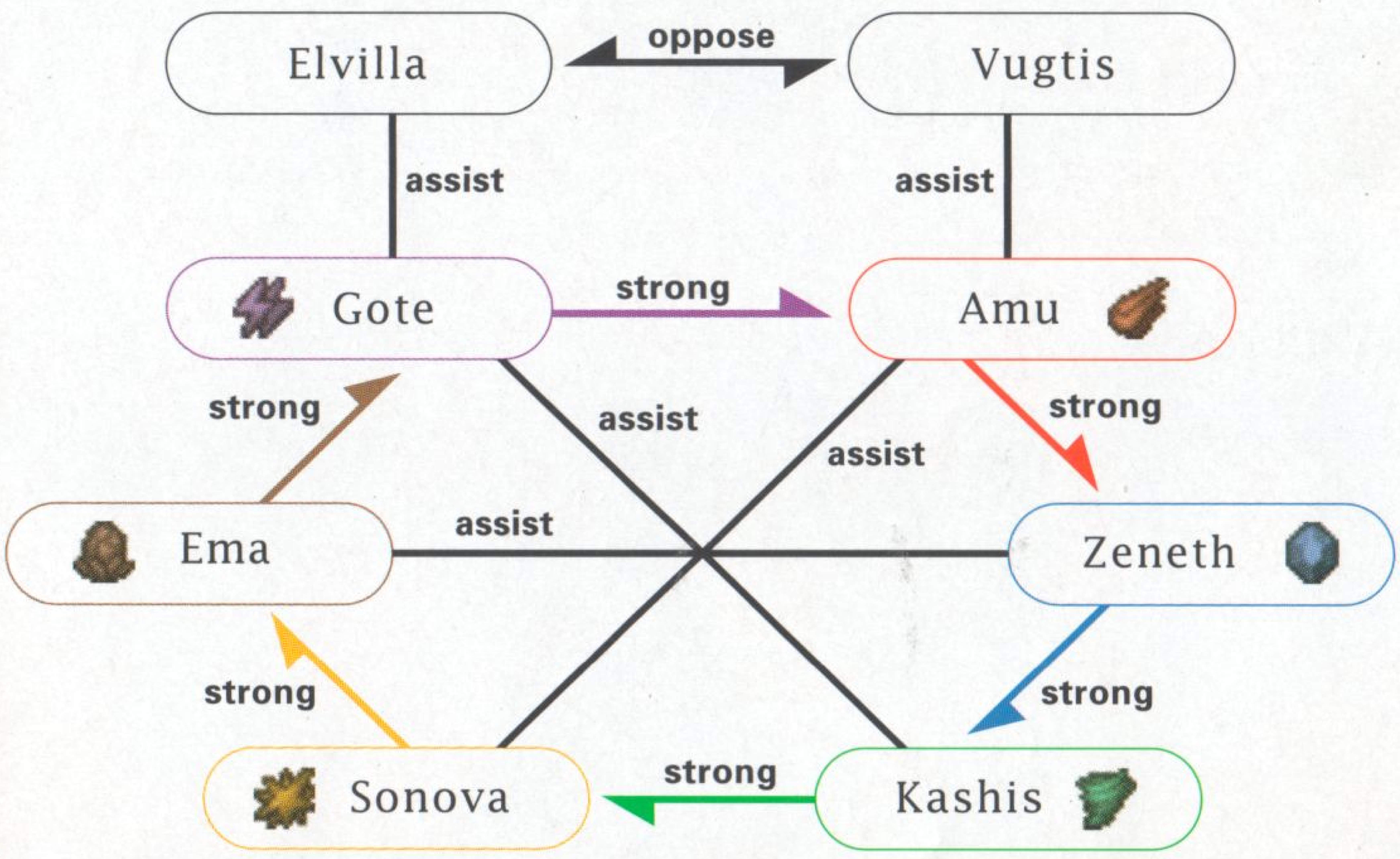
ELEMENTAL SPIRITS

People receive divine protection from the elemental spirits that they worship. In Mardias, six great spirits are considered as deities.

Amu	Spirit of Fire that symbolizes power.
Ema	Spirit of Earth that symbolizes mind.
Sonova	Spirit of Force that symbolizes life.
Zeneth	Spirit of Water that symbolizes luck.
Gote	Spirit of Lightning that symbolizes wisdom.
Kashis	Spirit of Wind that symbolizes speed.

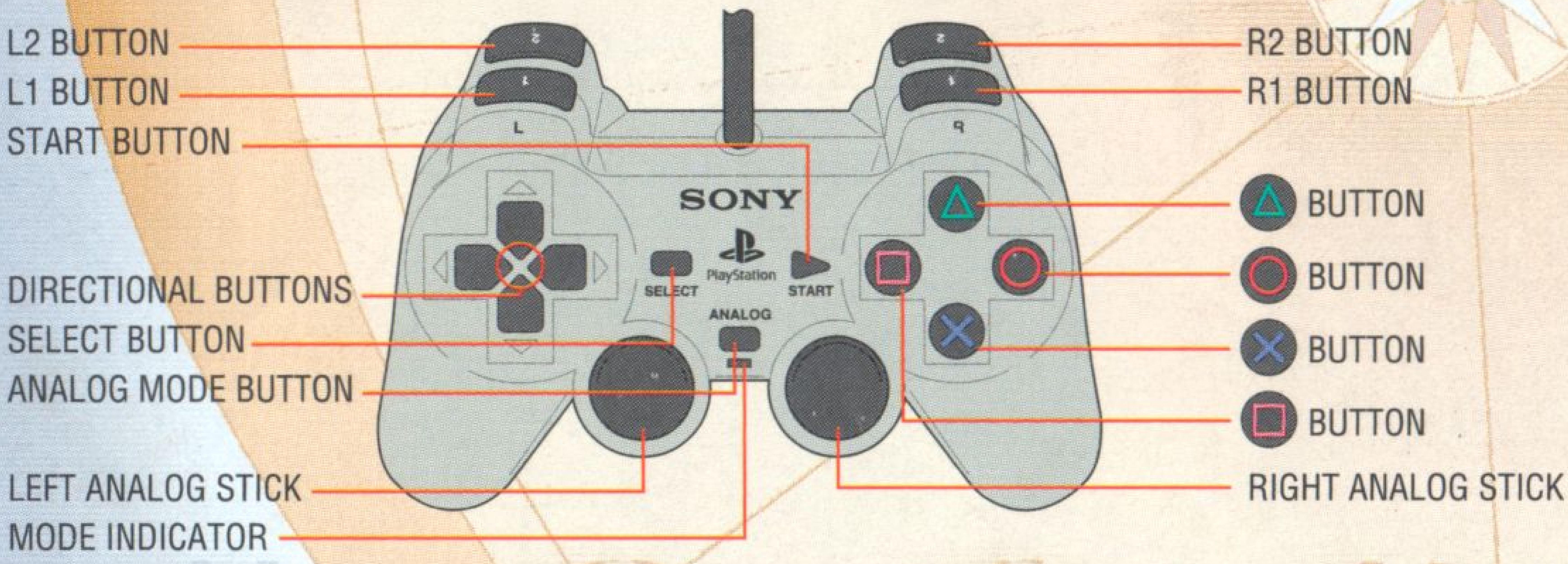
Both Elvilla and Vugtis are assisted by other elemental spirits in order to upset the balance of power; Elvilla currently has the advantage over Vugtis. However, the situation may reverse in the future, depending on the actions of Ema and Zeneth.

RELATIONSHIP CHART

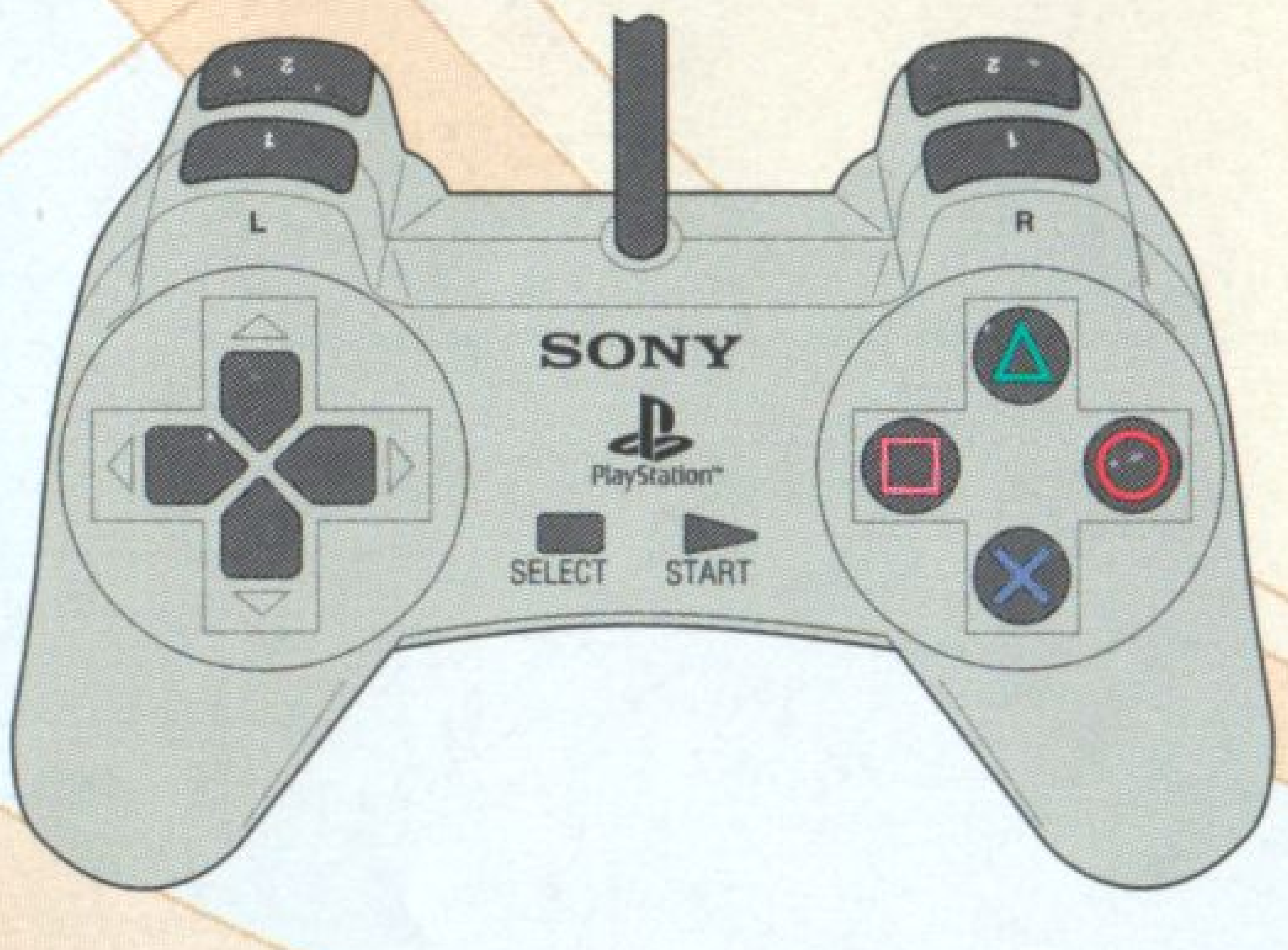


CONTROLLER FUNCTIONS

DUALSHOCK® ANALOG CONTROLLER



CONTROLLER



CONTROLLER

World Map

Directional Buttons	Move cursor
× Button	Confirm
○ Button	Cancel
△ Button	Display menu
L1, R1 Button	Map zoom in/out

Town

Directional Buttons	Move cursor
	Select
× Button	Confirm
○ Button	Cancel

Organization

Directional Button	Move Cursor
	Select
× Button	Confirm
○ Button	Cancel
Select Button	Display skill/item help

Title Screen- Start Button: Display main menu

Note: HOSHIGAMI is only compatible with the vibration function of the DUALSHOCK® analog controller. The Vibration function is activated when the MODE INDICATOR is lit. Refer to the Options section (p.27) for more information.

Attack Team

Directional Buttons	Move cursor
× Button	Confirm
○ Button	Cancel
△ Button	Search
	Switch status info
□ Button	Display character status
L1, R1 Button	Select character
L2, R2 Button	Rotate map
Start Button	Start battle

Battle

Directional Buttons	Move cursor
× Button	Confirm
○ Button	Cancel
△ Button	Switch attack gauge mode
	Switch status info
	Display commands
L2, R2 Buttons	Rotate map
Select Button	Display item help
	Select visible floor
Start Button	Display character HP bar

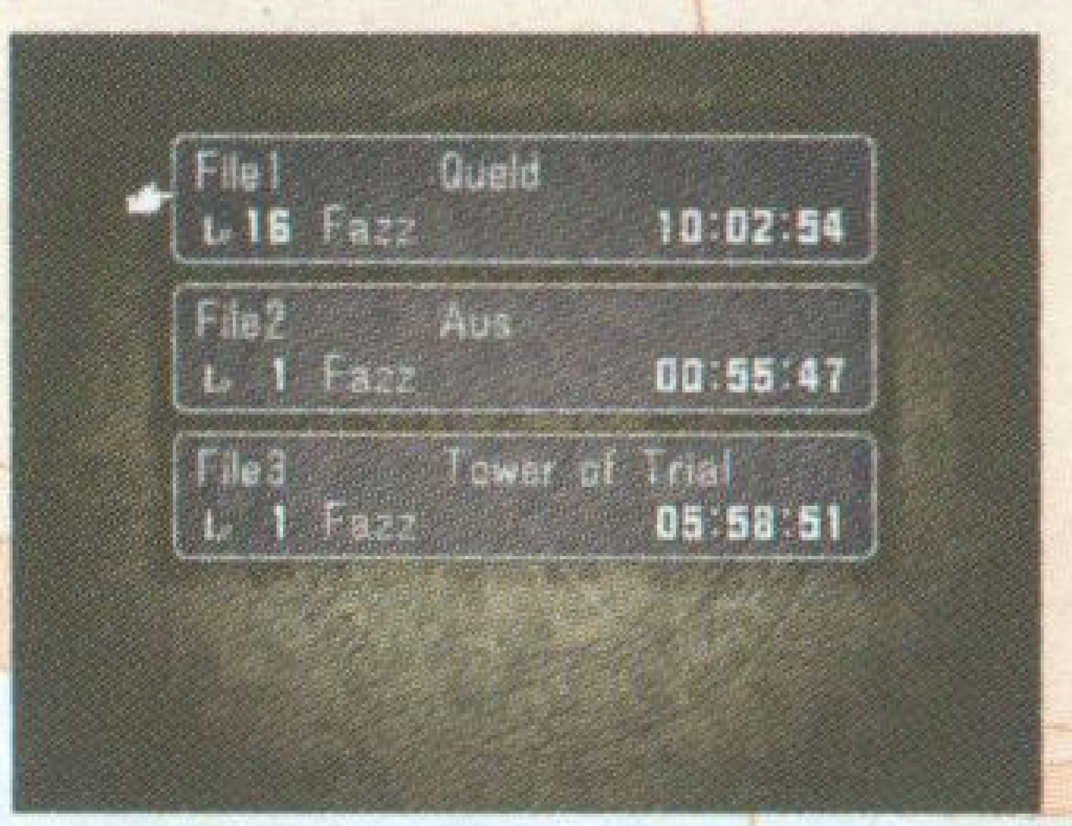
STARTING A GAME

Set up your PlayStation game console according to the instructions in the Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Hoshigami: Ruining Blue Earth disc and close the Disc Cover. Insert game controller and turn on the PlayStation game console. Select an item by pressing the ✕ button.

NEW GAME-	Starts a new game.
CONTINUE-	Loads data from a memory card.
OPTION-	Adjusts game settings such as message display speed and sound output.

After selecting NEW GAME, enter the main character's name. The default name is Fazz.

After selecting CONTINUE, select the save data you wish to load. Do not remove the memory card, game or controller while loading data.



FLOW OF THE GAME

The story progresses as you move about the world map and engage in battles. On the world map, you can prepare for the upcoming battle by organizing your party and going to a town. You cannot save your game in the middle of a battle, so remember to save often while on the world map.

Between the World Map and Battle Map, there are times when Portrait and Sprite events take place.

WORLD MAP

On the world map, you can organize your party, travel to different areas, go to town, and save or load data.

You can travel to another area by selecting it with the pointer, as long as there is a road between the area that you are in and your destination.
World map commands will be displayed when you press the △ button.

World Map Commands

Town	Visits a shop, engraver, recruitment center, or temple.
Organize	Displays the Organize Screen.
Data	Saves or loads game data.
Options	Customizes various game settings.

ORGANIZATION

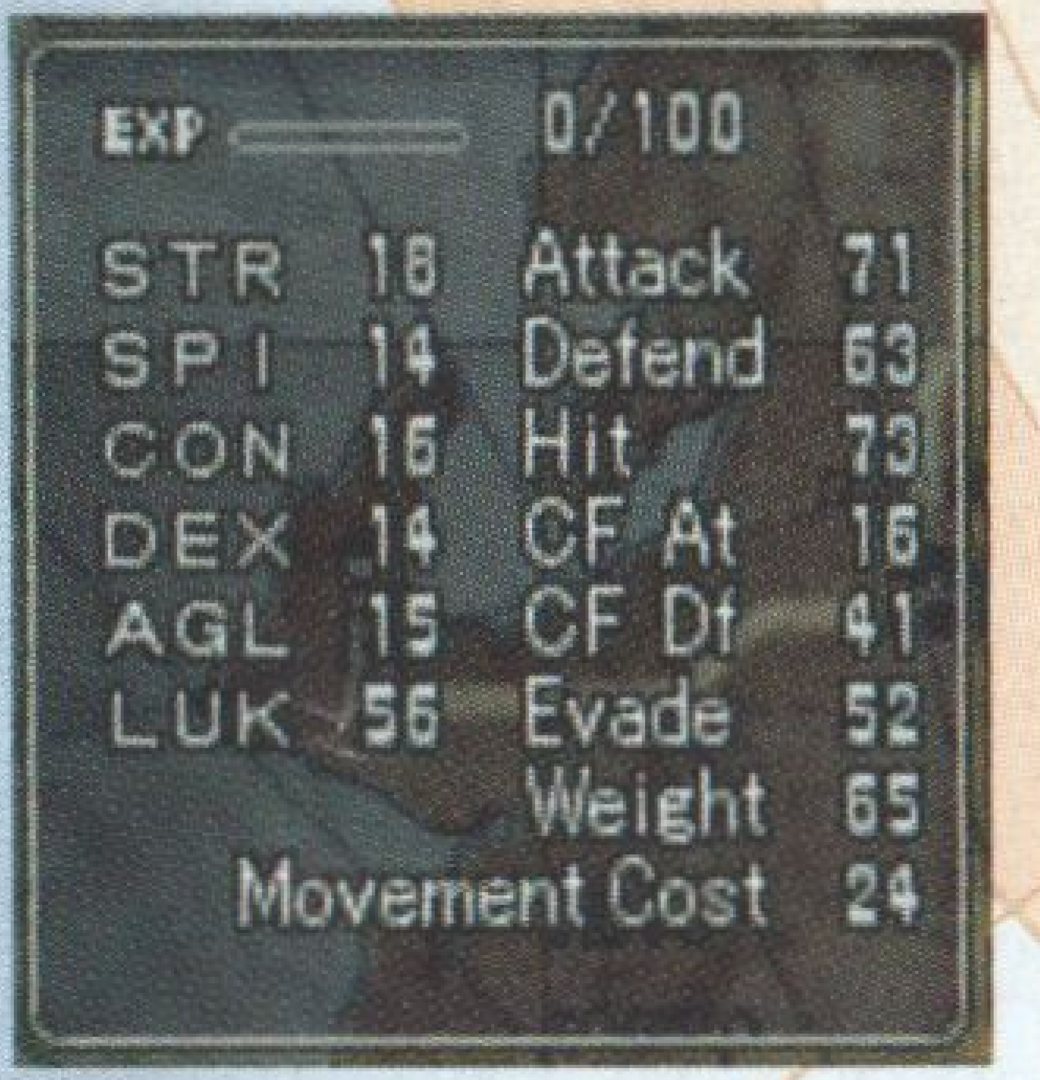
Organization is essential to success in battles. On the Organize Screen, you can check each character's status, equip weapons, armor, skills, coins, and use items.

Equipment	Equips the character with weapon and armor. (p. 17)
Skill	Equips the character with acquired skills. (p. 18)
Coin	Equips the character with coins. (p. 18)
Item	Uses an item. (p. 18)

Status Screen (Pressing the △ button displays equipped coins.)

1 Level
2 HP
3 Element
4 Equipped weapon type
5 Character's face

6 Character's name
7 Devotional level (Dev)
8 Devotional experience
9 Deity's name



STR	Strength: Affects damage of physical attacks.
SPI	Spirit: Effectiveness of Coinfeigms (CF).
CON	Constitution: Defense against attacks.
DEX	Dexterity: Affects hit rate.
AGL	Agility: Affects initiative and evade rate.
LUK	Luck: Affects various things.

Attack	Potency of a character's physical attack.
Defend	Defense against an enemy's physical attack.
CF At	Potency of a character's CF.
CF Df	Defense against an enemy's CF.
Hit	Total hit rate modifier.
Evade	Total evade rate modifier.
Weight	Total weight of equipment.
Movement cost	RAP cost of moving to an adjacent square.

Equipped coin

MCP	Maximum amount of CP stored in this coin.
CPC	CP cost of casting CF.
RC	RAP cost of casting CF.
RNG	CF's range.
AOE	CF's area of effect.
SR	CF's success rate.
POT	CF's potency.

The above coin statistics can be modified by engraving the coin. Refer to the Engraver section (p. 22) for more information.
Note: CP (Coinfeigm Points) are the points needed to cast CF.

Equipping Weapons, Armor, and Accessories

You can equip your characters with items in the inventory. After choosing the category (weapon, armor or accessory), you can see what equipping each item does to the character's status by selecting the particular item with the up and down directional buttons. For weapons and armor, using the left and right directional buttons changes the weapon/armor type.

Characters can equip any kind of equipment, but according to the deity they worship, each character has a proficient weapon type and a penalized weapon type.

Amu	Proficient in Sword, penalized in Bow and Morning Star.
Ema	Proficient in Ring, penalized in Axe.
Sonova	Proficient in Axe, penalized in Knife and Boomerang.
Zeneth	Proficient in Spear, penalized in Sword.
Gote	Proficient in Bow and Morning Star, penalized in Ring.
Kashis	Proficient in Knife and Boomerang, penalized in Spear.

Equipping Skills

The procedure is the same as equipping a weapon.

- You can equip your characters with different skills.
- You can only benefit from skills by equipping them.
- Each deity has a different set of skills that a character can learn.
- You will not forget the skills that you have learned.
- You can check the details of each skill by pressing the SELECT button while selecting a skill.

Equipping Coins

You can equip your characters with coins in the inventory to cast Coinfeigms (CF) in battle.

First, choose a slot (in the lower left window) for the new coin. Then, from the lower right window, choose a coin from the inventory. You can refer to the top window for the statistics of each coin.

Characters can equip any coins, but according to the deity they worship, each character has a proficient CF type and penalized CF type.

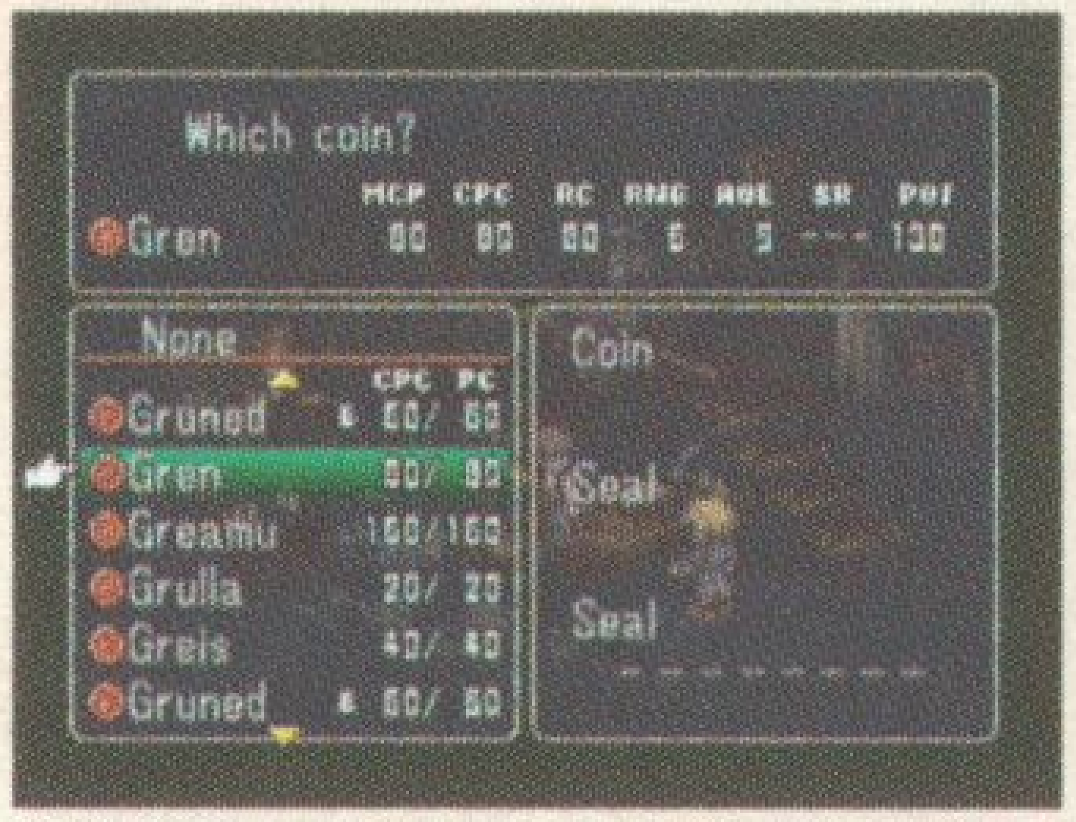
Using Items

Certain items can be used while on the Organize Screen. You can check the details of each item by pressing the Select button while selecting an item.

TOWN

You can prepare for battle by purchasing and selling equipment, engraving coins, changing the characters' deity, etc. in a town.

Shop	Visits the shop to buy/sell weapons, armors, and items.
Coin	Visits the engraver to buy/sell coins and have coins engraved.
Recruit	Visits the recruitment center to hire/dismiss mercenaries.
Temple	Visits the temple to change deities and learn new skills.



Shop

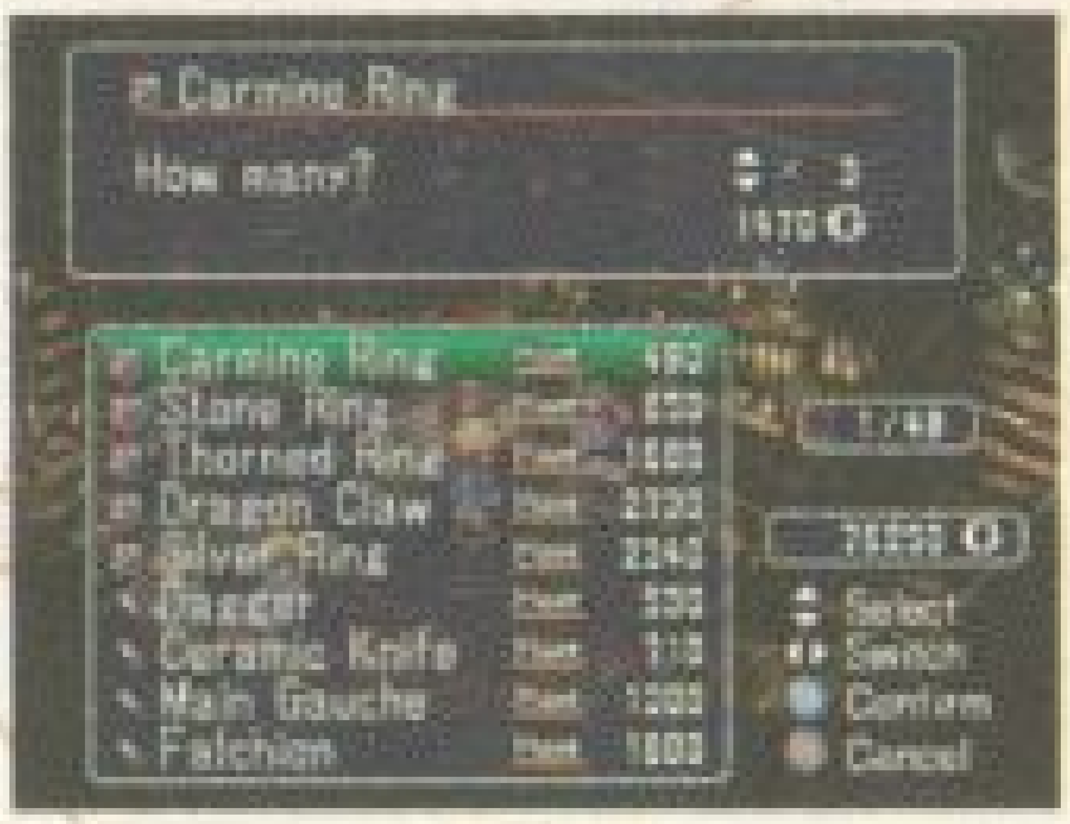
The following are the commands available at the shop.

Buy	Buys weapons, armor, and items.
Sell	Sells weapons, armor, and items.

Buying Weapons

Choose in this order: Shop → Buy → Weapon. This will display the weapons that are sold at the shop. Statistics of the selected weapon are displayed in the top window. After confirming the selection by pressing the ⊗ button, use the up and down directional buttons to change the quantity and press the ⊗ button to confirm. The store owner will ask you if want to make the purchase; to finalize the purchase, select "Yes." Note: According to the deity they worship, each character has a proficient weapon type and penalized weapon type.

Select the weapon.



Decide on the quantity.

Finalize the purchase.

Selling Weapons

You can sell the weapons in your inventory.
Choose in this order: Shop → Sell → Weapon.
This will display the weapons in your inventory; take into consideration the weapon's statistics and its quantity as you decide on what to sell. Note: Weapons that are equipped must be removed from the character before it can be sold.

Buying Armor

Choose in this order: Shop → Buy → Armor. The rest of the procedure is the same as buying a weapon. A character can equip any kind of armor.

Movement cost increases as the character puts on heavier equipment. Depending on the character's function on the battlefield, you should equip the character accordingly – equip the character that fights at the front line with highly defensive armor, equip the character that uses hit-and-move tactics with light armor, etc.

Accessories do not offer much protection, but they often provide the characters with additional effects. Choose the accessory that will best augment the character.

Selling Armor

Choose in this order: Shop → Sell → Armor. The rest of the procedure is the same as selling a weapon. Note: Armor that is equipped must be removed from the character before it can be sold.

Buying Items

Choose in this order: Shop → Buy → Item. The rest of the procedure is the same as buying a weapon. Items that can be used in battle are accessible by all the characters on the battlefield. It is recommended that you have at least one status recovery item for each negative effect.

Selling Items

Choose in this order: Shop → Sell → Item. The rest of the procedure is the same as selling a weapon.

Engraver

The following are the commands available at the engraver's workshop.

Buy	Buys coins and seals.
Sell	Sells coins and seals.
Engrave	Modifies coins by engraving seals on them.

Coinfeigm

In the world of HOSHIGAMI, magic spells are known as Coinfeigms. The power of the elemental spirit needed to cast a CF is bound within a coin-shaped piece of special metal called manatite. As long as the coin is equipped, anybody can cast the CF (which is associated with that particular coin) in battle.

Seals

Seals hold no power by themselves, but when engraved on coins, they alter the coins' properties. Every seal's design is based on the crests of the six great elemental spirits, and they are mainly excavated from various ruins of ancient Ixia. However, people who are in tune with the spirits can create seals with simple designs, which are sold at the engraver's workshop.

Engraving

CFs by themselves are powerful, but it can be enhanced through a ritual that is commonly known as "engraving." To engrave, you need to have at least a coin and a seal.

Buy

You can purchase coins and seals. The procedure is the same as buying a weapon.

Sell

You can sell coins and seals in your inventory. The procedure is the same as selling a weapon.

Engrave

You can engrave seals on a coin to enhance its CF.
Choose in this order: Coin → Engrave.
First, decide whether to engrave one seal or two seals on the coin. Then, after selecting the coin, select the seal(s) to be engraved. Check the expected results in the top window to decide whether you want to engrave or not.

Procedure for Engraving

Notes on Engraving

- You can engrave up to two seals at a time.
- By engraving a certain seal, the CF may go up in level.
- Certain CFs can only be obtained through engraving.
- There is a limit as to how much a coin can be enhanced through engraving, and it is different for every coin.
- The engraved coin may turn out to be different from the expected result.
- By engraving a certain seal, the coin's statistics can be set back to default.
- If you come across a low-level coin that has a high selling price, it may have a high enhancement potential and end up as a powerful coin.

Recruitment Center

Mercenaries are soldiers for hire. At the recruitment center, you can hire and dismiss mercenaries. When hiring mercenaries, you have the option of changing their names. The hiring cost varies, depending on the mercenary's initial statistics. You can have up to 16 characters (including the main character) in your party.

Hiring Mercenaries

Choose in this order: Recruit → Hire. Select a character from the list of mercenaries that are registered at the recruitment center. Pressing the ⊗ button switches to that character's status screen; pressing the ⊗ button again switches to the name entry screen. After deciding on the name, you will be asked if you want to hire the mercenary. To hire, choose Hire.

Dismissing Mercenaries

Choose in this order: Recruit → Dismiss. Select a character from the list of mercenaries that are in your party. Pressing the ⊗ button switches to that character's status screen; press the ⊗ button again to dismiss. You will be asked if you want to dismiss the mercenary. To dismiss, choose Dismiss.

Temple

The following are the commands available at a temple.

Change	Deity Changes the elemental spirit that the character worships.
Learn Skill	Learns skill according to the character's devotional level.
Status	Displays the character's status.

Changing Deity

The elemental spirit determines a character's proficient weapon/CF type, statistical growth, skills that can be learned, advantage/disadvantage over an enemy character, etc. Choose in this order: Temple → Change Deity. After choosing a character, select an elemental spirit from the list in the bottom right window. The modified character statistics and the list of skills will be displayed to help you make your decision.

Notes on Changing Deity

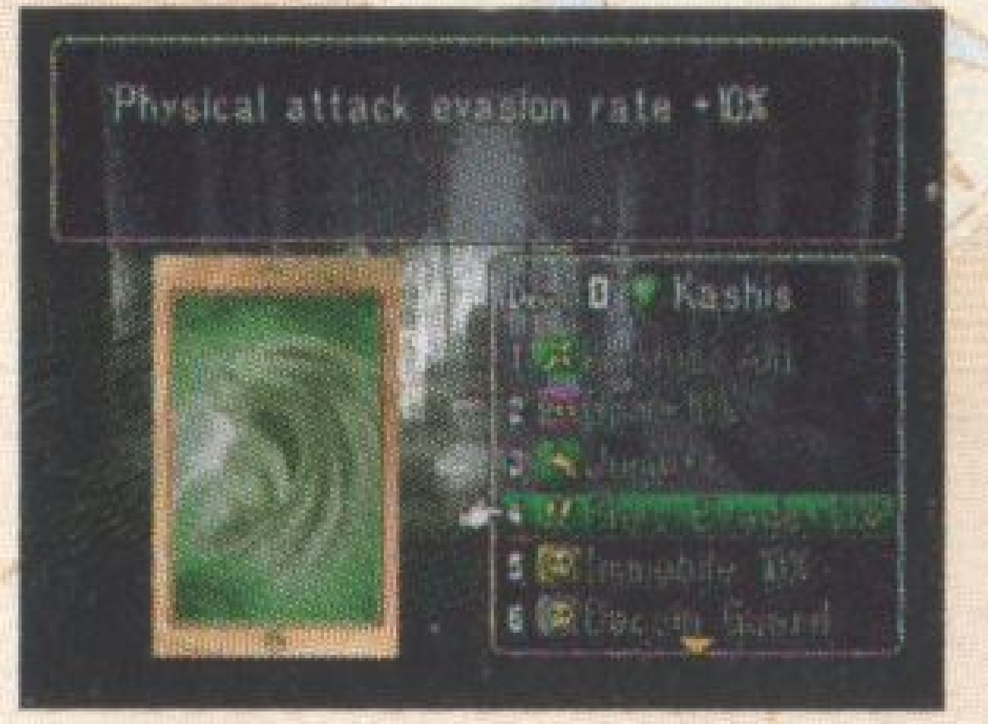
Notes on Changing Deity

- After changing the deity, the character's devotion level must go up at least one level before the deity can be changed again.
- You cannot select the elemental spirit that is opposed to the character's current deity.

Current deity	Elemental spirits that cannot be selected
Amu	Gote, Kashis
Ema	Amu, Sonova
Sonova	Gote, Kashis
Zeneth	Amu, Sonova
Gote	Ema, Zeneth
Kashis	Ema, Zeneth

Learning Skills

Your characters can learn skills from their deities according to their devotion level.



Procedure for Learning Skills

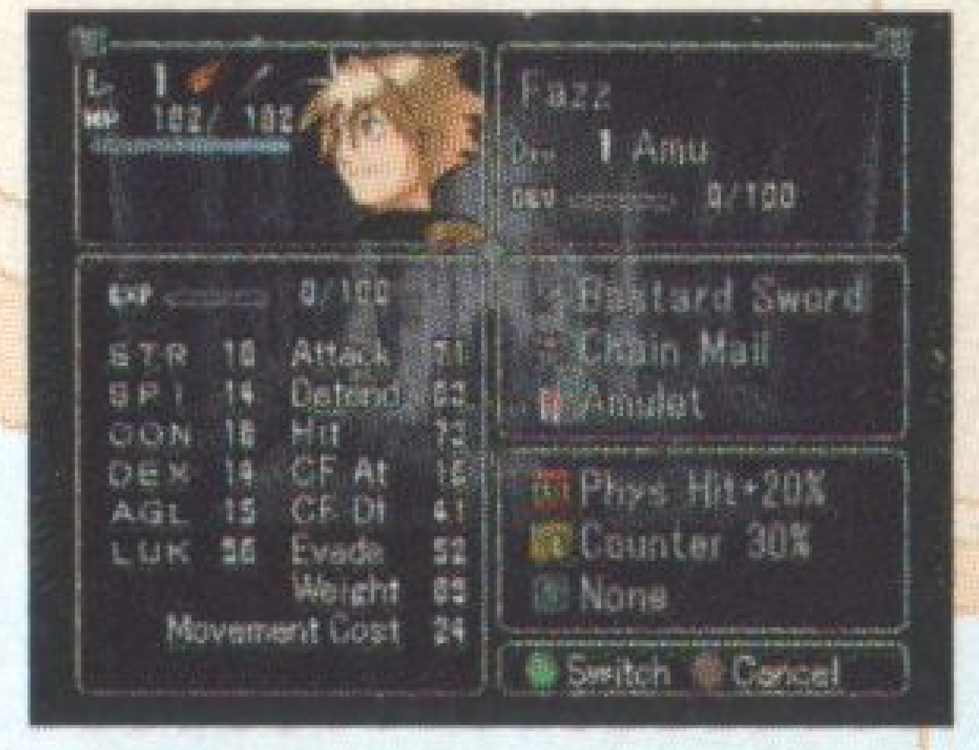
Choose in this order: Temple → Learn Skill. Then, after selecting the character, select the skill to be learned from the list. The skill description is displayed in the top window.

Notes on Learning Skills

- You will not be penalized for, or benefit from, not learning a skill.
- One skill can be learned per devotion level.
- You can only benefit from skills by equipping them.
- You will not forget the skills that you have learned.

Status

You can check the character's status. The procedure is the same as checking character status from the Organize Screen.



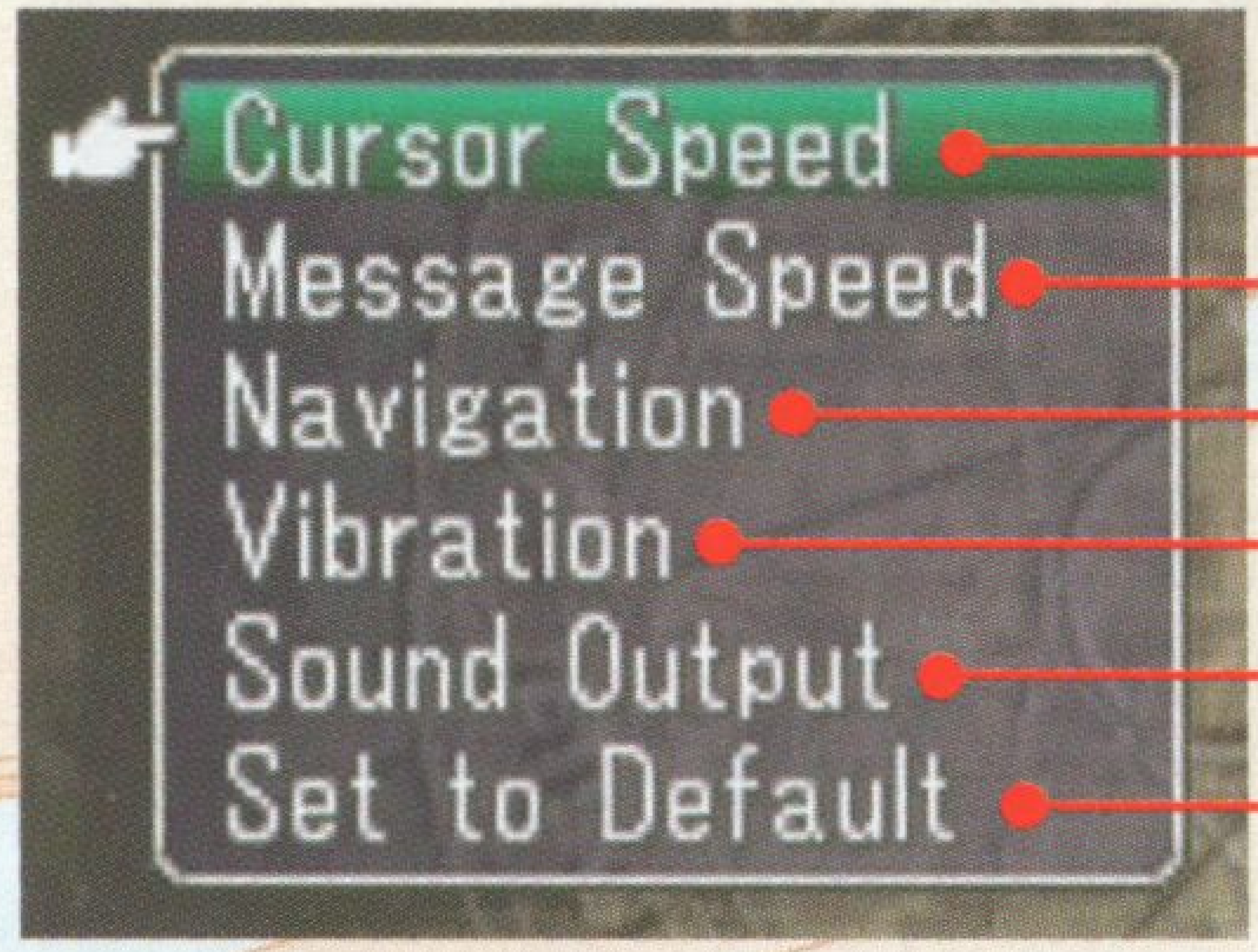
DATA

Save: Saves data to the memory card.

Load: Loads data from the memory card and resumes game play.

- Removing the memory card while saving/loading data may corrupt the data on the memory card.
- You need at least one free block on the memory card to save.

Options: Adjusts various game settings.



Assigns cursor speed to one of five speed settings.

Assigns message display speed to one of five speed settings.

Turns the navigation messages on/off.

Turns the vibration function on/off.

Switches the sound output between mono and stereo.

Sets everything back to default.

BATTLE

The goal of the battle is to control your characters and achieve the winning condition while fighting the enemy forces. As a general rule, the game is over when the main character (Fazz) is defeated in the battle. You win the battle when you achieve the winning condition. You will be awarded with money and occasionally items.

Attack Team Organization

From your party, select the characters that will be participating in battle. Use the L1/R1 buttons to select the character, and press the ⊗ button to place the character on the battlefield. When all the characters are placed (you can have up to seven characters on your team), press the Start button to start the battle. You can check the enemy character's status by moving the cursor on the enemy character and pressing the ⊗ button. This allows you to choose the team members that are most effective against the enemy forces.

Controller Functions During Attack Team Organziation

Directional Buttons	Move cursor
⊗ Button	Confirm
○ Button	Cancel
□ Button	Display character status
△ Button	Search
	Switch status info
L1, R1 Buttons	Select character
L2, R2 Buttons	Rotate map

Battle Screen

Pressing the ○ button while the battle commands are displayed allows you to move the cursor freely (free cursor mode). Pressing the ✕ button in this mode displays either the status of the character that is highlighted by the cursor, or the information on the terrain that is highlighted by the cursor (if not occupied by a character).

Directional Buttons	Move cursor
✕ Button	Confirm
○ Button	Cancel
△ Button	Switch attack gauge mode
	Switch status info
	Display commands
L2, R2 Button	Rotate map
Select Button	Display item help
	Switch visible floor
Start Button	Display character HP bar
Start Button	Start battle

Queue Indicator

This bar indicates the order of initiative. Characters on the left will have their turns before those on the right. And you can see where the character will be placed on the bar before actually performing an action. The more you fill up the RAP gauge during your character's turn, the farther right the character will be placed on the Queue Indicator. By adjusting the amount of RAP expenditure, you can plan such tactics by using some of the RAP gauge on the first turn, adjusting your position on the Queue Indicator to the left of the enemy, then having the second turn before the enemy can act.

RAP Gauge

This gauge measures the character's RAP expenditure for a given turn. Refer to the RAP System section (p. 31) for more information.

Step

This is the elevation of the cursor. When attacking, characters on a higher elevation have advantage over those below them. And when moving to different location, characters can go up three steps and down four steps (this limit can be modified through certain skills and items).

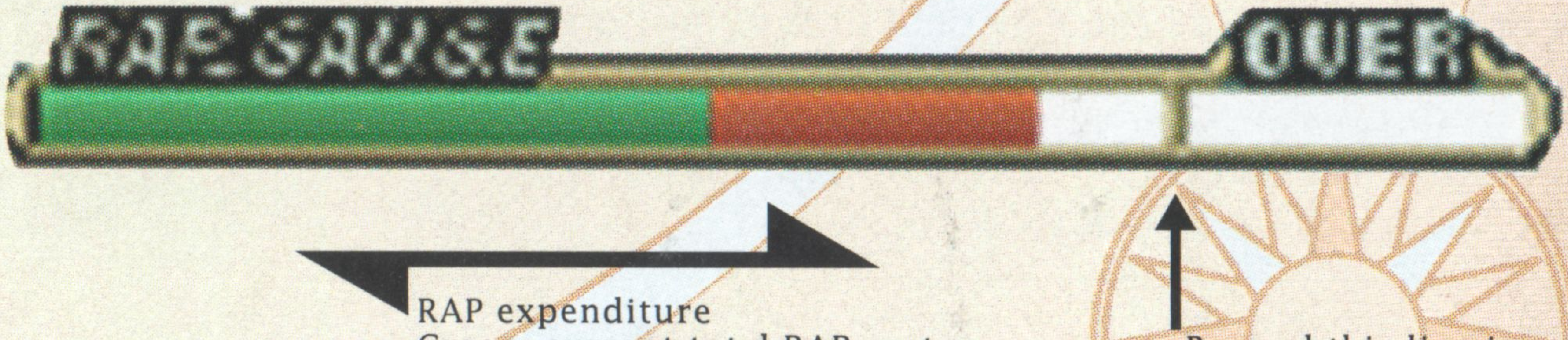
Terrain

Terrain affects the character's movement cost, hit/evade rates, effectiveness of Coinfeigm, etc. You can check the terrain information in the free cursor mode.

RAP System

RAP (Ready-for-Action Point) System allows your character to perform multiple actions in a given turn, provided that the total cost of performing those actions (RAP cost) is within the limit. You may elect to attack twice in a row, or move first, attack, then finish your turn with a Coinfeigm. It is also important to know that the more RAP you spend in a turn, the longer time it takes for your character's next turn. This logic does work in reverse: by keeping the RAP expenditure low, it will take less time for your character's next turn. For movement, the RAP cost increases as the distance increases.

Attack three times: Takes longer time for the next turn
Attack once: Takes shorter time for the next turn



RAP expenditure
Green: current total RAP cost
Red: RAP cost for a particular action

Beyond this line is considered over the limit

- For attacks only, you can spend the RAP cost over the limit.
- The more RAP cost you spend in a turn, the longer time it takes for your character's next turn.
- By adjusting the RAP expenditure, you can change the time it takes for your character's next turn.

Battle Commands

Battle commands are displayed when you select your character (when it is that character's turn) with the cursor and then press the ✕ button; you can access the free cursor mode by pressing the ○ button when the commands are displayed.

Move	Moves the character.
Attack	Attacks the target with the equipped weapon.
CF	Casts Coinfeigm with the equipped coin.
Item	Uses an item from your party's inventory.
Status	Displays the character's status.
End	Ends the character's turn.

Movement

Your character can move to any location within the area that is highlighted blue. When you move the cursor within the blue area, you can see the RAP cost of moving to the cursor's location. Pressing the ✕ button moves the character to the cursor's location. Remember that you will not be able to make any other actions if your character spends all their RAP on movement.

- RAP cost increases as the distance of movement increases.
- Movement cost increases as the weight of the equipment increases.

Some battlefields consist of multiple floor levels.
You can use the Select Button to select the visible floor.

ATTACK

Your character can attack the target in range with the equipped weapon. First, select the target in range with the cursor, and press the × button. The attack gauge will be displayed in the middle of the screen. The attack becomes more powerful as the gauge fills up, and when you stop the gauge within the critical area, a critical hit occurs. Press the × button to stop the gauge and perform an attack. Also, while the attack gauge is displayed, pressing the △ button switches the mode from Critical to Shoot Mode. Shoot is a special attack that pushes the target away two squares.

Normal Attack

1. Select the target in range and press the × button.	
2. While the attack gauge is displayed, press the × button to stop the gauge. Attack becomes more powerful as the gauge fills up.	

Shoot

1. Select the target in range and press the × button.	
2. While the attack gauge is displayed, press the △ button to switch to Shoot Mode.	
3. Stop the gauge within the shoot area by pressing the × button.	

- The range and the RAP cost of attack changes according to the equipped weapon.
- You can go over the RAP gauge limit when attacking.
- You will have an advantage over the target if you attack from behind/the side/higher ground.
- Projectile weapon range increases when attacking a target below you.

Coinfeigms

Your character can cast Coinfeigms (CF) from an equipped coin. After selecting CF from the battle commands, select a coin from the list of equipped coins and press the ⊗ button. The area within range of the CF will be displayed next. Place the cursor at the target location and press the ⊗ button. Finally, the CF's area of effect will be displayed; press the ⊗ button to cast it.

- Elevation of the target location is disregarded when casting CF.
- According to the deity they worship, each character has proficient CF type and penalized CF type.
- There is a RAP cost and a CP cost for casting CF.

Item

During battle, all the characters in your attack team can use the items in the inventory. After selecting an item from the list, place the cursor on the character in range (user of the item + the four adjacent squares) and press the ⊗ button. You can check the details of each item by pressing the Select Button while selecting an item.

Status

You can check the character's status. Pressing the △ button displays the coins equipped by the character.

End of Turn

When ending a character's turn, you can choose whether to stand by for an Attack Session (see p. 36 for details) or defend. After you choose, adjust the RAP with the left and right directional buttons and press the ✕ button. Then, set the direction that the character will face. This is important because direction affects the defense/evade rate against an enemy's physical attack and CF.

Negative effects: Some attacks/CFs afflict the targets with negative effects. They can be cured with items and CFs.

Poisoning

Blinding

Immobility

Fear

Confusion

Sleep

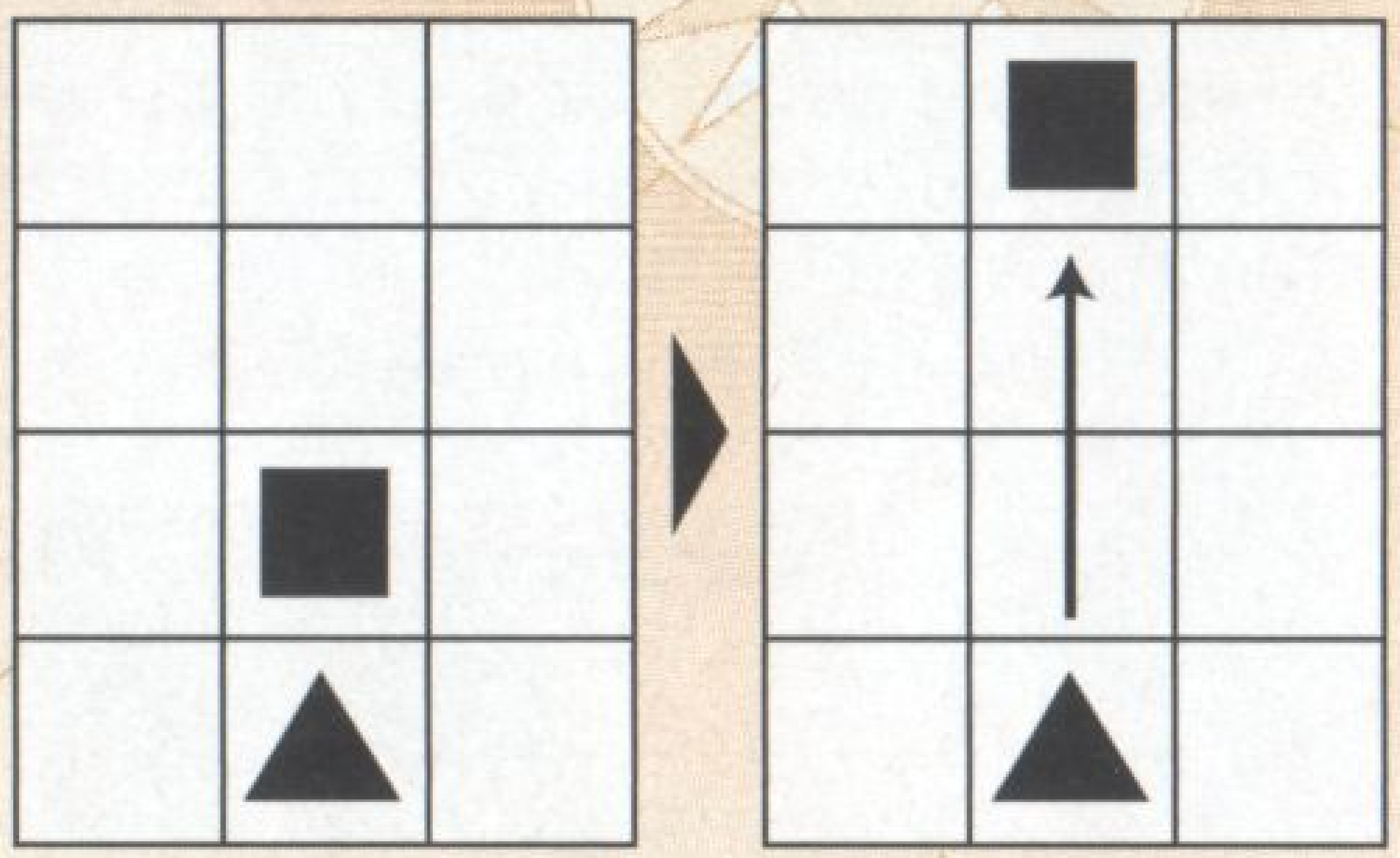
CF Disability

Poisoning	Decreases HP gradually.
Blinding	Lowers hit rate.
Immobility	Becomes unable to move.
Fear	Becomes unable to take any action but move.
Confusion	Loses control of the character.
Sleep	Falls asleep (cannot take any action).
CF Disability	Becomes unable to cast CF.

Shoot and Attack Session

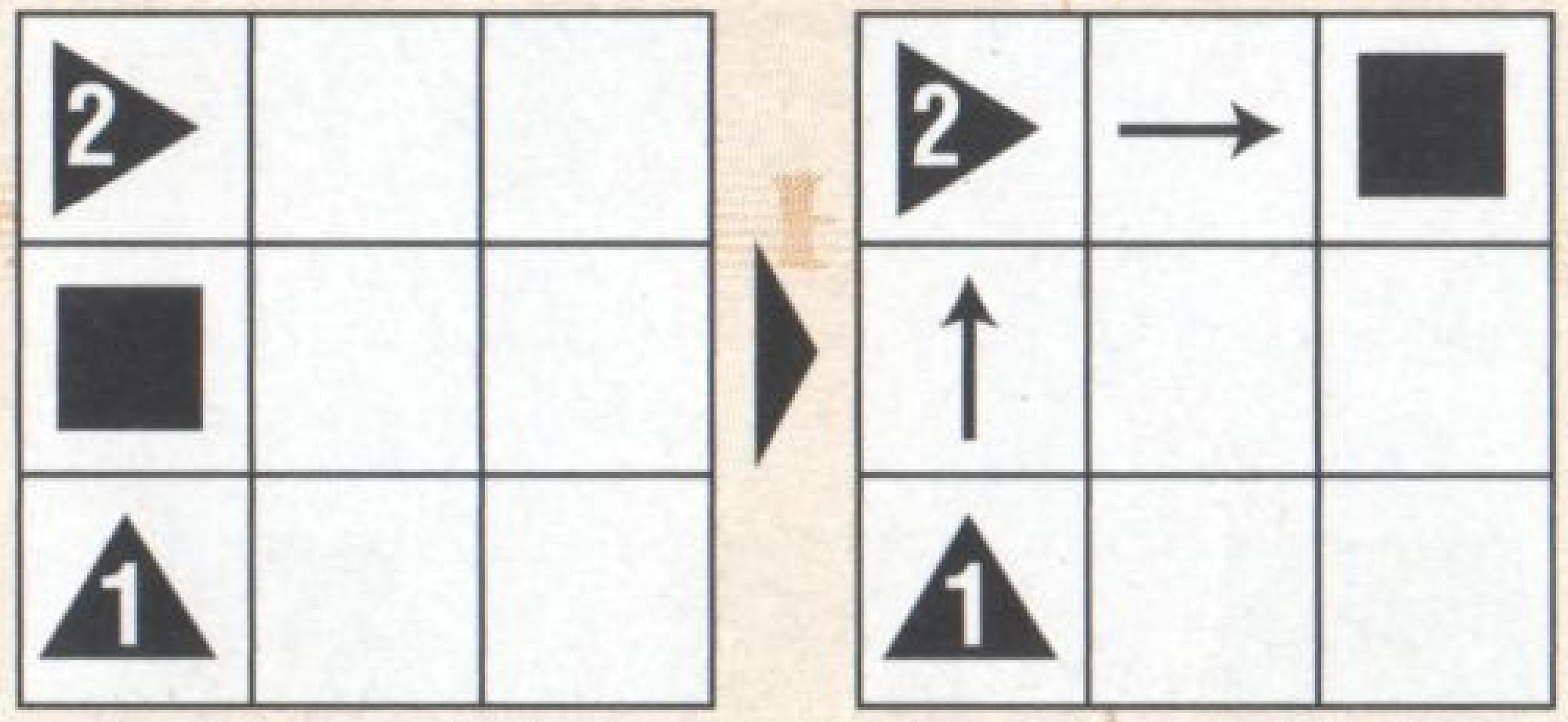
Shoot

Shoot is a special attack that pushes the target away two squares. It works on both the enemies and your attack team members. (While the attack gauge is displayed, pressing the △ button switches the mode from Critical to Shoot.) Note: You cannot perform a Shoot with bow or boomerang.



Attack Session

An Attack Session is a series of attacks that is initiated by a shoot. Attack Sessions cannot be done on your attack team member. Note: A character equipped with bow or boomerang can participate in an attack session.

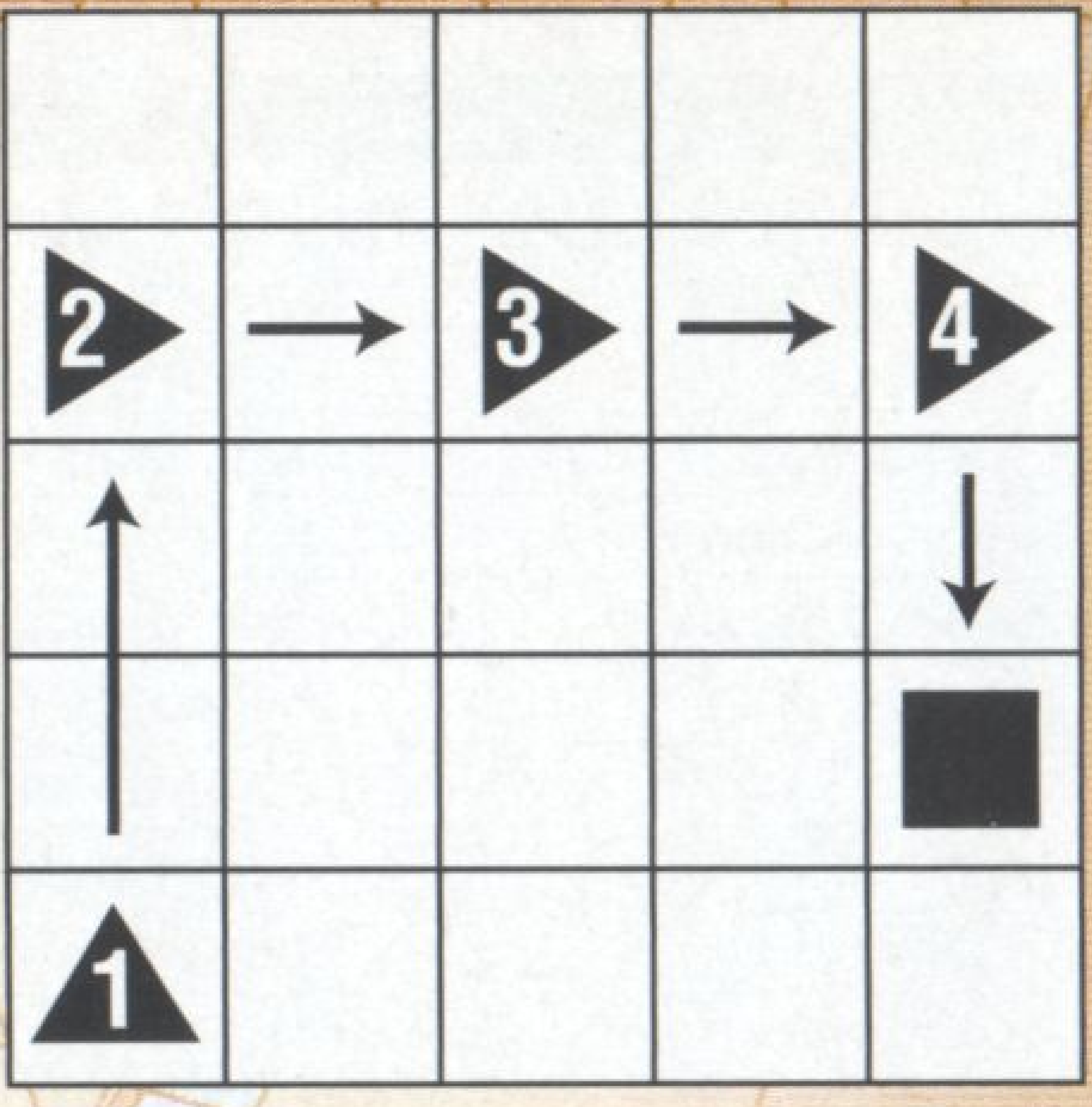


Basic Concept

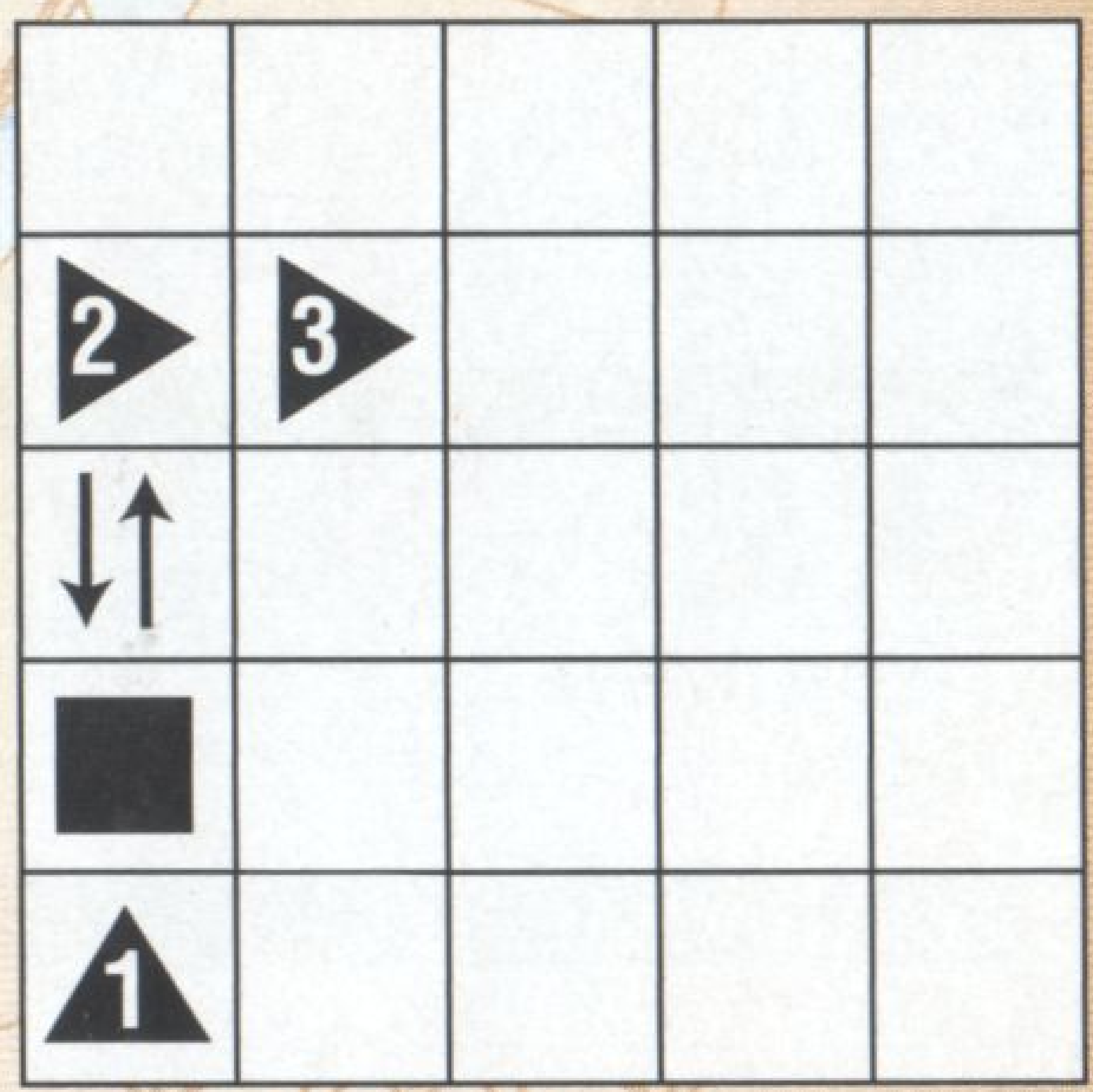
- ▲2 is on standby for an Attack Session (by choosing in this order: End ▲ Session).
- ▲1 shoots ■ into ▲2.
- ■ will receive damage from ▲2, and be sent in the direction that ▲2 is facing.

Details on an Attack Session

An Attack Session can involve more than two members of your attack team. (▲1 performs the shoot, ▲2~4 participate in the session.)



When you defeat an enemy with an Attack Session, you might acquire an item – weapon, armor, accessory, coin, or skill manual, depending on the number of hits in the session – owned by the enemy. If you encounter an enemy that is equipped with an item that you want, try defeating him with an Attack Session.



In the case where the characters on standby are next to each other, as shown on the right, the session will be terminated. ■ will bounce back and return to the original position, instead of being sent in the direction that ▲2 is facing.

When positioning your characters for an Attack Session, there must be exactly one square of open space between the characters on standby. (In this case, there must be an open space between ▲2 and ▲3.)

Weapon List	
Carmine Ring	Ring with leather strip wrapped around it.
Stone Ring	Ring chiseled from a hard rock.
Dagger	A short, double-edged weapon.
Assassin Knife	Concealable knife used by assassins.
Short Sword	Short-bladed sword that can be wielded with ease.
Long Sword	A long, double-edged sword.
Stone Axe	Axe made of polished rock.
Hand Axe	A small, one-handed axe.
Spear	A light polearm designed for thrusting.
Javelin	A short, metal-tipped spear.
Boomerang	Flat, v-shaped weapon that returns to the thrower.
Steel Wing	Steel boomerang with sharpened edge.
Morning Star	Spiked metal ball that is attached to a shaft by a chain.
Ball and Chain	Morning star with a large, round metal ball.
Short Bow	A small-sized bow that is easy to use.
Long Bow	A large bow designed for long-range attacks.

Armor List	
Feigm Robe	Preferred robe of Coinfeigm users.
Cloth Armor	Unencumbering armor made of cloth.
Leather Armor	An armor made of hardened leather.
Mithril Coat	A sturdy coat made of mithril silver.

Accessory List	
Headgear	Leather helm that reduces damage to the head.
Boots	A protective footwear for rugged terrain.
Lucky Charm	A charm for safe return.

Item	
Recover Seed	Restores 50 HP.
Recover Healing Fruit	Restores 100 HP.
Antidote	Cures poisoning.
Eyedrop	Cures blinding.
Unbind	Cures immobility.
Braven	Cures fear.

Skill	
Dealer	Bonus money increases slightly.
HP +10%	Maximum HP increases by 10%.
Absorb 10%	Absorbs 10% of damage you inflict.
Luck +10%	Luck increases by 10%.
EXP +10%	Acquired EXP increases by 10%.
DEV +10%	Acquired DEV increases by 10%.
Counter 10%	10% chance of counterattack.
Hawk's Eye	Hidden items become visible.
Jump +1	Climbing ability increases by 1.
Poison Guard	Protects from poisoning.

Seal		
Fire	Red	Flame
Earth	Brown	Russet
Force	Yellow	Brimstone
Ice	Blue	Frost
Lightning	Purple	Spark
Wind	Green	Breeze
Light	White	Purity
Darkness	Black	Night

Coinfeigm List	
Bonga	Lv. 1 force Coinfeigm.
Bondes	Lv. 2 force Coinfeigm.
Grulla	Lv. 1 fire Coinfeigm.
Greis	Lv. 2 fire Coinfeigm.
Gaiga	Lv. 1 earth Coinfeigm.
Gaiz	Lv. 2 earth Coinfeigm.
Blisu	Lv. 1 water Coinfeigm.
Blista	Lv. 2 water Coinfeigm.
Laira	Lv. 1 lightning Coinfeigm.
Laicle	Lv. 2 lightning Coinfeigm.
Zel	Lv. 1 wind Coinfeigm.
Zepherd	Lv. 2 wind Coinfeigm.
Cure	Lv. 1 life restoration Coinfeigm.
Re Pure	Cures the target from poisoning.
Re Lite	Cures the target from blinding.
Posn	Poisons the target.
Spika	Blinds the target.
Depin	Renders the target immobile.

NOTES

NOTES

N O T E S

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